

MECHANICAL SYSTEMS

PHYSICS

LEVEL 3

Study Checklist

If you've picked up this checklist, congrats! You've begun the first step in a system of resources designed to help you through the Mechanical Systems external. To make the most of this, we suggest you sit down, grab a pen, and mark any points that you're feeling a little unsure of. Then, create a subject audit using our template, or refer to the page numbers to find the section in our walkthrough guide to help you out!

TRANSLATIONAL MOTION

- I can define the "centre of mass" [TBC]
- I can calculate the position of the centre of mass with multiple objects using the formula: $X_{cm} = (x_1 m_1 + x_2 m_2 + \dots) / (m_1 + m_2 + \dots)$ [TBC]
- I can describe the path of the centre of mass before and after a collision [TBC]
- I can explain the importance of an object's centre of mass when discussing how forces act on an object. [TBC]
- I can calculate the force due to gravity using the formula: $F_g = G (m_1 m_2) / d^2$ [TBC]
- I can define "escape velocity" and "orbital velocity" [TBC]
- I can describe a "geostationary satellite" [TBC]
- I can discuss the relationship between distance and gravitational force, and explain how the force due to gravity on Earth changes depending on how high an object is [TBC]
- I can calculate the orbital velocity of an object which circles the Earth [TBC]
- I can calculate the height needed for a satellite to be geostationary [TBC]
- I can state the unit AND symbol of momentum [TBC]
- I can calculate the momentum of an object from its mass and velocity [TBC]
- I can calculate the change in momentum, force or change in time from the equation: $\Delta p = F \times t$ [TBC]
- I can calculate the total momentum of multiple objects before a collision [TBC]
- I can explain the concept of "apparent weight", and compare this to "weight" [TBC]
- I can explain the difference between an elastic and an inelastic collision [TBC]
- I can calculate the velocity of an object after a collision using the total momentum before and after the collision [TBC]
- I can define "impulse", in terms of the momentum [TBC]
- I can state whether momentum is conserved or not during a collision [TBC]
- When two objects of known size and velocity collide and stick together, I can calculate the resulting velocity of their combined mass [TBC]
- I can discuss how seat belts, air bags and crumple zones in cars protect the passengers, referring to change in momentum, time and force [TBC]

CIRCULAR MOTION AND GRAVITY

- I can define “centripetal force” [TBC]
- I can draw and label a diagram of the circular motion of an object, showing the direction of the centripetal force and the velocity [TBC]
- I can discuss what happens to the object when the centripetal force is removed, in terms of both its speed and direction [TBC]
- I can calculate the centripetal acceleration (a_c), velocity (v), or radius (r) using the equation: $a_c = v^2/r$ [TBC]
- I can calculate the centripetal force (F_c), mass (m), velocity (v), or radius (r) using the equation: $F_c = (mv^2)/r$ [TBC]
- I can calculate the distance travelled in one lap by calculating the perimeter of a circle [TBC]
- Based on the real-world example given, I can describe what provides the centripetal force [TBC]
- I understand that the velocity of the object is at 90°, or tangential, to the centripetal force [TBC]
- I can state where on a vertical circle speed, kinetic energy and potential energy are at their maximum and minimum values [TBC]
- I can discuss the energy changes in vertical circular motion [TBC]
- When string is used to swing an object in a vertical circular motion, I can calculate the tension force of the string at various points [TBC]
- I can draw a free-body diagram showing the weight force and reaction force of an object on a curved bank [TBC]
- I can calculate the reaction force of an object on a curved bank [TBC]
- I can use the reaction force to calculate the velocity an object needs to travel to remain in the same circular path on a curved bank [TBC]

ROTATING SYSTEMS

- I can state the symbols AND units used for angular position, angular velocity, angular acceleration, inertia, and momentum [TBC]
- I can convert radians per second to revolutions per minute, and vice versa [TBC]
- I can define “inertia”.
- I can calculate torque using the equations: $\tau = F \times d$ OR $\tau = I \times \alpha$ [TBC]
- I can describe angular momentum in terms of inertia and angular velocity [TBC]
- I can calculate the rotational kinetic energy of an object [TBC]
- I can explain why a solid object will have a greater rotational kinetic energy than a hollow object of the same mass, and therefore why the solid object will move faster [TBC]
- I can explain how angular velocity of a rotating system can be increased or decreased [TBC]
- I can link linear momentum with angular momentum [TBC]

OSCILLATING SYSTEMS

- I can list examples of simple harmonic motion [TBC]
- I can describe periodic, or harmonic, motion [TBC]
- I can define the time period in simple harmonic motion, and calculate its value using $T = 2\pi/\omega$ [TBC]
- I can calculate the time period for a pendulum using $T = 2\pi\sqrt{l/g}$ [TBC]
- I can calculate the time period for a spring system using $T = 2\pi\sqrt{m/k}$ [TBC]
- I can explain how the time period can be increased or decreased in simple harmonic motion (and in a pendulum or spring system) [TBC]
- I can calculate the displacement, velocity and acceleration of an object in simple harmonic motion at a specific time from starting in the middle [TBC]
- I can calculate the displacement, velocity and acceleration of an object in simple harmonic motion at a specific time from starting at one of the ends of the motion [TBC]
- I can describe the process of dampening in oscillating systems [TBC]
- I can explain how resonance occurs in simple harmonic motion [TBC]
- I can explain the relationship between kinetic energy and potential energy in a simple harmonic system [TBC]